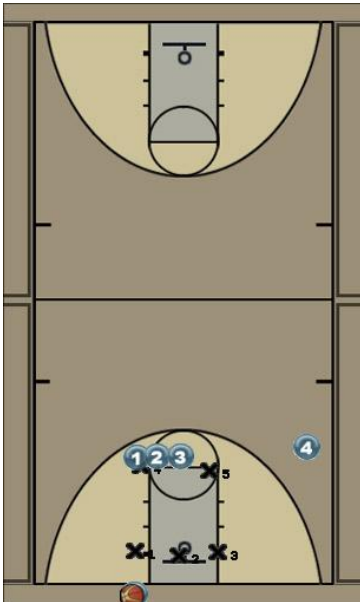
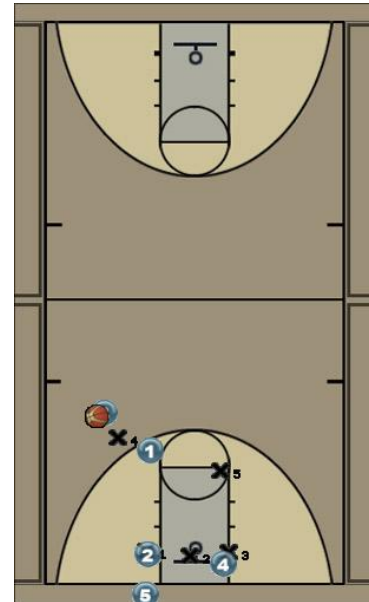


# Hawk - out

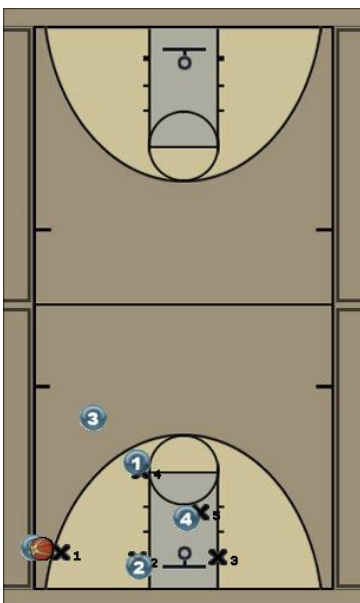
**Initial Set**



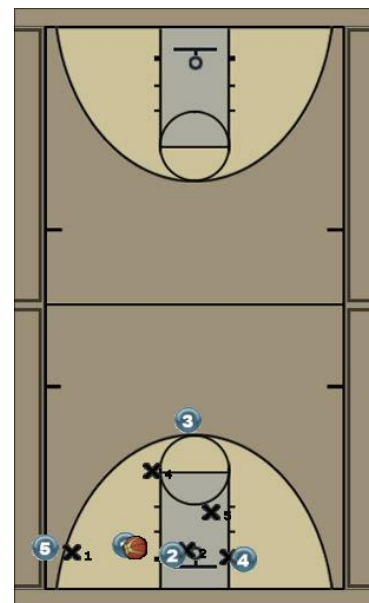
**Movement 2**



**Movement 3**



**Movement 4**



# Movement 5

